

January/February 1998

LEGO

# MANIA<sup>TM</sup>

Magazine

THE LEGO CLUB • THE OFFICIAL  
MAGAZINE OF

All New  
Adventurers

Sphinx's  
Secret Code  
Contest

see page 18

FREE  
T-Shirt  
Offer!

see back page



**new**  
**Possibilities**

# The All-New ACTION, THRILLS, EXCITEMENT... **Adventurers**

Join the daring Adventurers as they search for lost treasure! Johnny Thunder leads this brave band of explorers against Baron von Barron, who wants to keep every treasure for himself. Besides battling the bullying Baron, the Adventurers must deal with the Sphinx's surprise, treacherous treasure traps, and the Mummy's Curse!



## Adventurer **JOHNNY THUNDER**

Ever since he was a kid, Johnny has been good at finding lost treasures. Now he's searching for forbidden ruins, and magic rubies. It's up to Johnny to save these rare artifacts from treasure hunters like Baron von Barron. Johnny loves to track treasure. He just doesn't like scorpions, especially after some scorpions used his backpack as a nest — while he was wearing it!

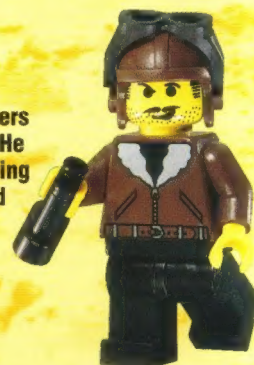


## THE PHARAOHS MUMMY

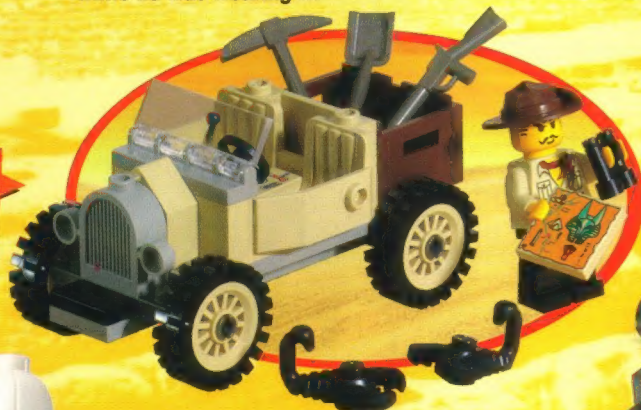
Buried for more than 3,000 years, the Mummy promises to give a magic ruby to whoever lets him out. But a special trap waits for anyone who damages his tomb. For 3,000 years, the Mummy has been making up jokes, like "What did the baby pharaoh say when he got lost in the dark ruins?" "I want my mummy."

## Adventurer **HARRY CANE**

Harry gets the Adventurers where they need to go. He can fly anything, including zeppelins, biplanes, and hot-air balloons.



**#5918  
SCORPION  
TRACKER**



## Adventurer **DR. CHARLES LIGHTNING**

Dr. Lightning decodes hieroglyphics and treasure maps using his trusty magnifying glass. Dr. Lightning is also Johnny's uncle, and taught Johnny everything he knows. But sometimes he forgets things. Several times, while out in the desert sun, Dr. Lightning has left his magnifying glass in his back pocket and burned a hole in his pants.



## Adventurer **MISS GAIL STORM**

Miss Storm helps Dr. Lightning study creepy curses, cryptic hieroglyphics, and mysterious mummies. She is also the group's camera person. Miss Storm is not afraid of snakes and scorpions.

## Bad Guy

### **BARON VON BARRON**

The Baron collects rare treasures from around the world and keeps them for himself. Even though it looks like the Baron is a real bad, bad guy, he really takes orders from the sinister Sam Sinister.



**#5928  
BI-WING  
BARON**

The Baron thinks the biplane is the best way to bypass the barren desert. Just spin the prop and take off.

## Bad Guy

### **SAM SINISTER**

Sam might not look very bright, but it's just a trick. This long-time crook is really the evil genius behind the Baron's plans.





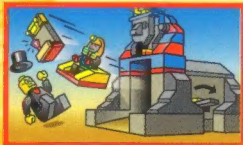
## #5978 SPHINX SECRET SURPRISE

This Sphinx can keep a secret. For 3,000 years, no one has found the way to its hidden treasure. But even if you do, surprise! The sneaky Sphinx is full of surprises such as slithering snakes, stinging scorpions, spooky skeletons, and tricky traps.

The Sphinx tomb holds the magic jewel. But beware! Push the gray lever on the Sphinx's side and out flies the Pharaoh's mummy!



MORE ADVENTURERS  
SETS ON NEXT PAGE!



Treasure (and snake!)  
await you under the  
secret floor panel!

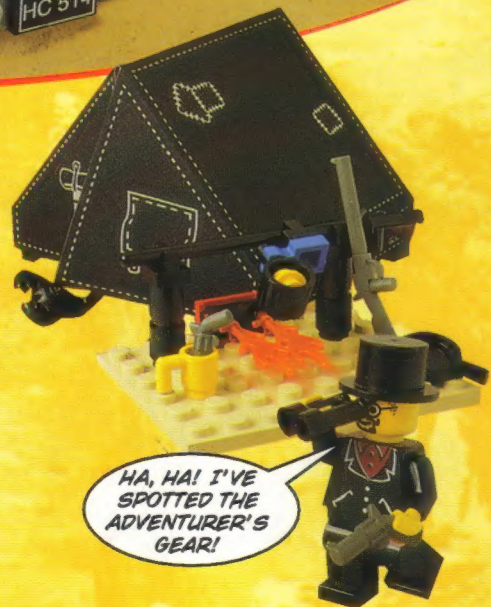
Tip the  
tower to  
uncover  
hidden  
treasure!

I WANT MY  
MUMMY!

FILM FITS  
IN BACK OF  
CAMERA.

Decode clues with the real  
magnifying glass.

## COOL ADVENTURER'S GEAR







THE ACTION CONTINUES...

# Adventurers

## #5938 OASIS AMBUSH

That skeleton is no mirage. He's the guard of this ancient treasure chamber. Johnny knows the secret to open the chamber and get the treasure. But watch out for the scorpion. His tail is a real hum-stinger.



Check out the #5988 Pharaoh's Forbidden Ruins on page 10!

This tipping tower is called an o-be-lisk.

Turn the yellow brick and play spin the mummy.

## #5958 MUMMY'S TOMB

Beware the mummy's curse of doom and gloom. Avoid the traps and find his tomb. One wrong step and towers topple and spears fly!

INTERESTING! I SPY AN EYE OPENING CLUE.

NOT SO FAST SAM SINISTER!

HA! HA! I'VE GOT THE MAGIC RUBY!

Desert cruiser roars over sand dunes.

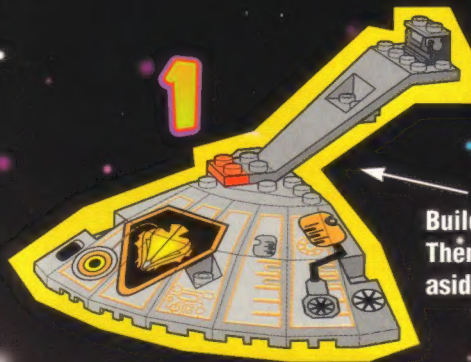
Move this sliding statue and you'd better duck!





# YOU CAN BUILD THIS... Ultimate Alien

Or ...Create your own Alien using pieces from your LEGO collection. Club member Michael Hart of California inspired this awesome Alien!

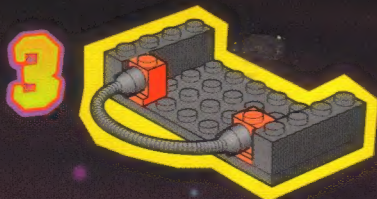


1

Build 2 legs. Then set them aside.



2



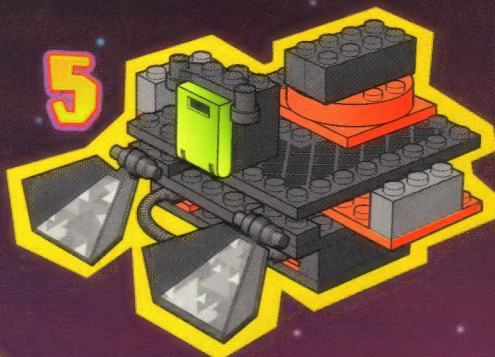
3



All the pieces you need to build the Ultimate Alien can be found in #6900 Cyber Saucer.



4



5



6

## Final

Attach the legs and you're ready for your first mission!



Your design could be featured in the Mania Magazine. Send your original model photo to:  
**LEGO Club**  
"You Can Build This..."  
P.O. Box 1308  
Enfield, CT 06083-1308  
Club members featured will receive a free LEGO set of their choice (up to \$100 value).



# Finding King Tut's Tomb

Did you ever hide something so your pesky brothers and sisters couldn't find it, and then you couldn't remember where you hid it? Well, King Tut and his treasure were hidden in Egypt's Valley of the Kings for more than 3,000 years.

It was the last chance for Howard Carter to find Tut's tomb. After searching for Tut's tomb for six years, all he had dug up was 200,000 tons of rock.

Then, in 1923, Carter brought a canary along with him. People said the golden bird was good luck and would lead Carter to the treasure. Carter started digging near the entrance of Tut's tomb. A stone step was uncovered! Fifteen steps later the diggers found a rock door with the markings of King Tut on it. Carter carefully removed the door and found a 30-foot-long tunnel completely filled with rocks.

After clearing the tunnel, they found another door. Carter took out some stones at the top of the door. Checking for poisonous gases, he held a candle through the hole, and hot air rushed out, making the candle flicker. By this flickering light, Carter looked into a room and saw gold everywhere! Behind other hidden doors, they found three more rooms filled with treasure and King Tut's mummy.

But after the tomb was found, strange things began to happen. First, a cobra snuck into Carter's house and swallowed the lucky canary. This was considered a bad sign especially since Tut's mummy wore a mask with a cobra on it. Talk of a mummy's curse began!



LEGO Tut Mask



Howard Carter



King Tut's Coffin

## Feature Story

# Johnny Thunder and the Lost Ruby

SOMEWHERE IN EGYPT, JOHNNY THUNDER AND THE ADVENTURERS UNCOVER A MUMMY'S TOMB!



THIS PHARAOH SURE HAD AN UGLY MUMMY!

JOHNNY, LOOK OUT! A SCORPION!

I HATE SCORPIONS, BUT WE NEED THAT MAP TO FIND THE MAGIC RUBY!

THESE HIEROGLYPHS WARN THAT WHOEVER TAKES THE RUBY WILL BE FOLLOWED BY THE MUMMY'S CURSE.

IT'LL TAKE MORE THAN A MUMMY'S CURSE TO STOP ME FROM FINDING THE MAGIC RUBY BEFORE BARON VON BARRON DOES. THAT ARTIFACT BELONGS IN A MUSEUM FOR EVERYONE TO SEE.



JOHNNY GRABS THE MAP FROM HIS UNCLE, DR. CHARLES LIGHTNING. JOHNNY RACES TO HIS SCORPION TRACKER, AND THE OTHER ADVENTURERS TAKE THE MUMMY TO THE MUSEUM. MEANWHILE, UP IN THE SKY, BARON VON BARRON SPOTS JOHNNY.



THUNDER MUST HAVE FOUND THE MAP. GOOD. I'LL JUST FOLLOW HIM AND THEN TAKE THE RUBY. HA, HA, HA!



Ancient Egyptians thought their kings, or pharaohs, would live forever, so they were buried in pyramids that would last forever.

JOHNNY REACHES THE SPHINX BEFORE THE BARON AND...

I'VE GOT TO FIND THE TREASURE BEFORE THE BARON. I HOPE THIS SHORTCUT WORKS.

A ROCK WALL IN THE SPHINX RUMBLES AND MOVES TOWARD HIM! JOHNNY DIVES OUT OF THE WAY OF THE FALLING ROCK AND THE THRONE FLYING BEHIND IT.

LOOK! A LINK TO THE LOST LOOT

CONTEST CLUE

THAT'S THE LAST TIME I TAKE A SHORTCUT!

JOHNNY THUNDER OPENS A MUMMY CASE AND SURPRISE, THERE'S NO RUBY INSIDE... JUST ANOTHER MAP!

YUCK! A CREEPY SKELETON. BUT THERE'S THE SPHINX'S SECRET MAP!

MEANWHILE THE BARON ARRIVES, AND DISCOVERS A SECRET TREASURE ROOM... BUT A PAIR OF GLOWING EYES STARE BACK AT HIM!

YUCK! A SPITTING COBRA. I'LL JUST GRAB THIS CUP. AAAGGHHHH!

NOW THAT I HAVE THE SPHINX'S SECRET MAP I HAVE TO GET TO THE PHARAOH'S FORBIDDEN RUINS AND FIND THE RUBY!

WHAT'S THAT CREAKING NOISE!??

GREEAK

AAAAH! IT'S JOHNNY THUNDER AND HE HAS THE SECRET MAP! HMMMM...

THE STORY CONTINUES →



AS JOHNNY STUDIES THE MAP...

HA-HA-HAA!!

**CRASH!!!**

JOHNNY THUNDER IS HISTORY, AND NO ONE CAN STOP ME NOW!!

THE BARON MAKES HIS GETAWAY IN HIS BI-WING PLANE!

**R-R-ROAR!!**

GUESS AGAIN BARON! YOU KNOCKED MY HAT OFF -- BUT NOT ME. I DUCKED DOWN THE STEPS JUST IN TIME!

AS JOHNNY RACES AFTER THE BARON, HARRY CANE SHOWS UP TO HELP!

YO, JOHNNY, HOW ABOUT A LIFT TO GET YOU OVER THESE SAND DUNES!??

GREAT HARRY! LET'S GO! THE BARON'S GETTING AWAY WITH THE MAP!

THIS WILL TAKE THE AIR OUT OF YOUR PLANS, THUNDER! HA-HA-HA!!

**RAT-TAT-TAT**

WE'LL SEE, BARON. LAST ONE TO THE RUINS IS A MUMMY'S UNCLE

JOHNNY FINDS THE KEY TO THE RUINS, A SPECIAL WHITE BRICK, BUT THE ENTRANCE IS BOOBY-TRAPPED!

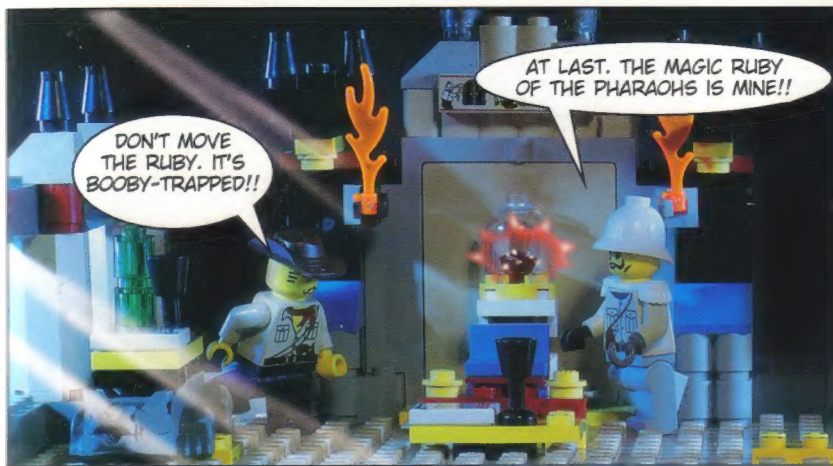
EXAMINING EGYPTIAN CLUES IS EXTREMELY EXCITING!

OH, NO, THE BALLOON'S HIT!!

JOHNNY AND HARRY CRASH LAND NEAR THE PHARAOH'S FORBIDDEN RUINS AS THEIR BALLOON RUNS OUT OF AIR. JOHNNY FOLLOWS THE BARON'S FOOTPRINTS TO THE RUINS AND SEARCHES FOR THE ENTRANCE. HE TURNS ON HIS CAMERA, SO HE CAN RECORD HIS TRIP THROUGH THE RUINS...

A BOOBY-TRAP AX... GOTTA KEEP AN EYE OUT FOR THESE TRAPS!





AT LAST. THE MAGIC RUBY OF THE PHARAOHS IS MINE!!

AS THE BARON TAKES THE RUBY FROM ITS CASE, THE PHARAOH'S BOOBY TRAPS KICK IN AND A WALL SPINS, THE BARON MEETS THE MUMMY. THE FRIGHTENED BARON DROPS THE MAGIC RUBY AND JOHNNY GRABS IT!



THE RUBY, I'VE GOT IT!



I HAVE TO GET OUT OF HERE. I HOPE HARRY HAS REPAIRED THE HOLES IN THE BALLOON!



HEY, JOHNNY! I JUST FINISHED REPAIRING THE BALLOON!

GREAT HARRY, BUT WE NEED A REALLY FAST WAY TO GET AWAY. I WISH THE MANIAC WERE HERE TO HELP US!



HEY JOHNNY! I HEARD YOU CALL ME... WE'LL BE OUTTA HERE IN NO TIME!

THE MANIAC QUICKLY FIGURES A WAY TO COMBINE THE BALLOON AND THE BARON'S AIRPLANE TO MAKE A REALLY FAST AIRSHIP THAT WILL CARRY ALL THREE OF THEM AND THE RUBY!

THE MANIAC, JOHNNY THUNDER AND HARRY TAKE OFF WITH THE RUBY AND HEAD FOR THE MUSEUM WHERE, AS JOHNNY SAYS, "THE WHOLE WORLD CAN SEE IT!"



GOTTA BUILD LIKE CRAZY!!



ANOTHER ANCIENT TREASURE IS SAVED! BUT I WONDER WHAT HAPPENED WITH THE BARON AND THE MUMMY!??



...SO THE BABY PHARAOH SAYS, "I WANT MY MUMMY." HA-HA. I GOT A MILLION OF 'EM!'

HELP, THUNDER, GET ME OUT OF HERE!!

WELL, HOPEFULLY SOMEDAY THE BARON WILL ESCAPE THE MUMMY'S CURSE!

The End ??



# 5988 Pharaoh's Forbidden Ruins

Inside the Forbidden Ruins



Spin the secret revolving wall... watch the ruby disappear... and be replaced with a skeleton!

INTERESTING, VERY INTERESTING.

JOHNNY! SAM SINISTER AND THE BARON ARE GETTING AWAY!

LET'S GO, BARON! WE'LL HAVE TO ESCAPE ON FOOT.

WE'VE GOT THE RUBY!

The magnifying glass really works!

BEWARE THE MUMMY'S CURSE





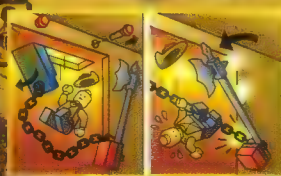


**FREE**  
**Bonus**  
"Pull out"  
**Poster**



By truck or balloon, the race is on to discover the Magic Ruby of the Pharaohs. But getting there is the easy part. You'll have to think fast to get past all the traps in this temple. The entrance is guarded by twin skeletons and two booby traps. And watch out for bats, snakes, scorpions, and the mummy's curse!

YOU WON'T GET FAR IN THE DESERT, SAM SINISTER!



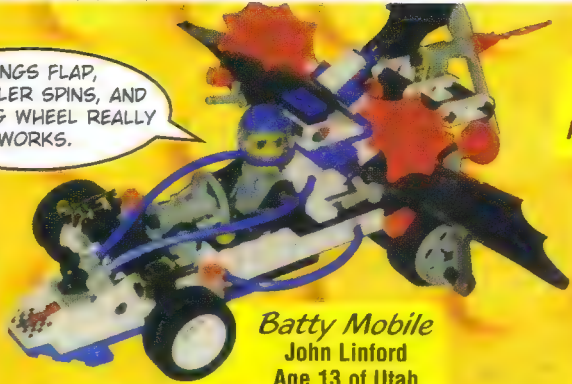
Trap Door #1

The Pharaoh's treasure awaits you at the top of the temple. But be careful—it's guarded well with booby traps! Two trap doors open when you pull on the red pins. Trip the chain on trap door #1 — and an ax will fall.



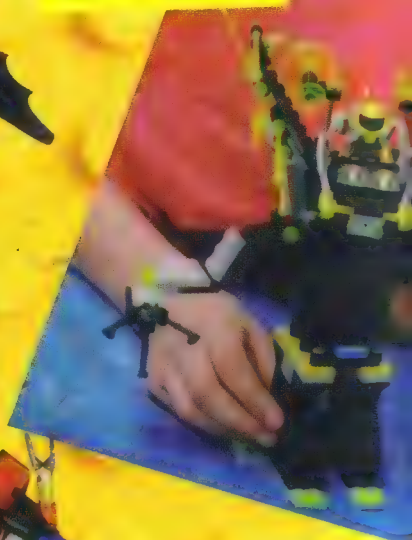
# maniac madness

WINGS FLAP,  
PROPELLER SPINS, AND  
STEERING WHEEL REALLY  
WORKS.



*Batty Mobile*  
John Linford  
Age 13 of Utah

*Laser Rover*  
Michael Sloan  
Age 8 of Pennsylvania



Send a Photo of Your Model to:  
**MANIAC Madness**  
LEGO Club  
P.O. Box 1308  
Enfield, CT 06083-1308

Remember to write your name, address, age and  
model name on the back of each photograph.  
Pictures will not be returned, so take  
an extra photo for yourself.

*Road Paving Crew*  
Matthew and Brian Smith  
Ages 8 and 12 of New Jersey



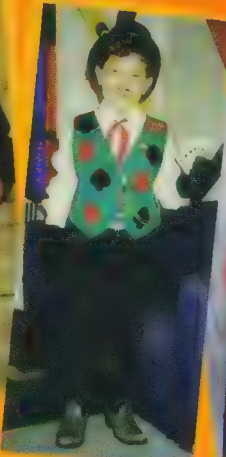
*Aquazone Super Ship*  
Pat Donovan  
Age 14 of Illinois

## Winners of Halloween Mania

September/October 1997  
LEGO Mania Magazine



*Maristo and Captain Red Beard*  
Ben and Nick Brady  
Ages 8 and 6 of Florida



*Wild West's Dewey Cheatin'*  
John Schmolowitz  
Age 5 of Maryland



*Alien Family*  
Nick Kirby, Cory and Cameron Schulteis  
Ages 7, 10 and 7 of Illinois

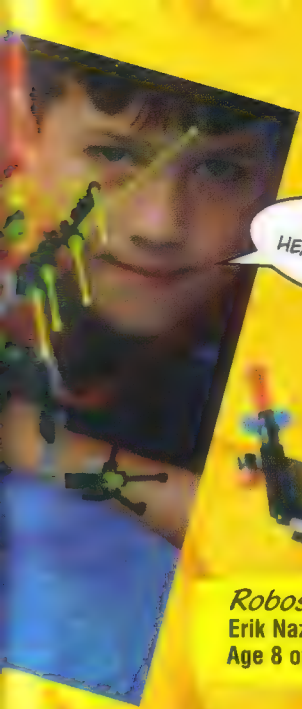


*The Lizard*  
Brandon Freed  
Age 6 of South Dakota



*The Brinkster*  
Fred Bonatelli  
Age 8 of Illinois





*Cruising Crystal Machine*  
Kyle Delvecchio  
of Colorado

THE  
DETACHABLE  
HEAD IS A FLYING  
UNIT.

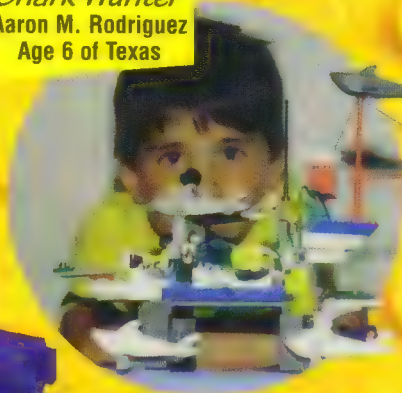
*Roboscuba*  
Erik Nazarenko  
Age 8 of Maine



*The Perfect Pet Dog*  
Kailen Bronson  
of Oregon



*Shark Hunter*  
Aaron M. Rodriguez  
Age 6 of Texas

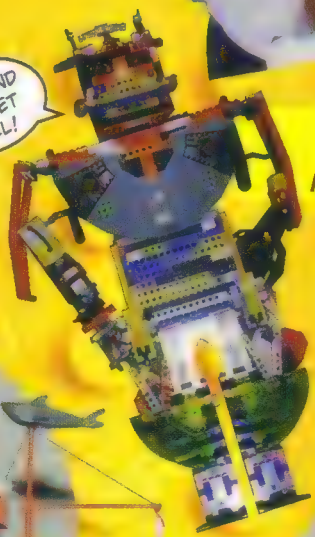


*Space Attack*  
Gerwin Wynn, Jeremy Bates,  
Jacob Siegel, and Matt Banz  
of Minnesota



BARON  
VON BARRON  
BEHOLDS--  
A BOOT!

*Ultrateck*  
Joshua Leung  
Age 12 of Maryland



*Suburban House*  
Emily Plumb  
Age 10 of Texas



*Mother Alien Ship*  
Nicholas Lenchner  
Age 7 of California



# Match the Aliens

## CONTEST WINNERS

September/October 1997 LEGO Mania Magazine

- |                             |                             |
|-----------------------------|-----------------------------|
| David Garcia, Massachusetts | Jacob Bales, Virginia       |
| Aaron Neisen, Nebraska      | Chris Jones, Pennsylvania   |
| Nate Novotny, Nebraska      | Caleb McMahan, Colorado     |
| Steven Branson, Kansas      | Shaun Black, Virginia       |
| Alex Pare, Maine            | Robby Stanfield, New Mexico |



Coming in the March MANIA Magazine...

**Sneak  
Preview**

# High Tech Aquazone Action!

Deep in the Aquazone lies an unexplored area where few people want to go. That's where the Hydronauts and Stingrays live. And that's where we sent the Maniac and his friends to search for these fearsome creatures. Their job is to sneak a peek at these high-tech models, and pick one for the cover of the March 1998 Mania Magazine.

OKAY, YOU GUYS, MAKE IT FAST. WE WANT TO GET OUT OF THIS CREEPY, DEEP CORNER OF THE OCEAN. EACH OF YOU GIVE US 4 REASONS WHY WE SHOULD PICK YOU FOR THE MAGAZINE COVER. AND THEN, WE'RE OUT OF HERE!

NO WAY, FOLLOW ME!

OKAY, FOLLOW ME DUDES!

WE HAVE ONE BIG EXPEDITION VESSEL AND A WORKING CRANE.

THE STATION'S SUPER SUCTION TOOL CAN PICK UP CRYSTAL BOXES.

A BARRED DOOR KEEPS OUT DANGEROUS SEA CREATURES LIKE SHARKS AND STINGRAYS!

THE CRYSTALIZATION STATION HAS A STINGRAY-PROOF PRISON.

**40191 Hydro Crystalization Station**

THE STORMER LOOKS LIKE A SCARY GIANT STINGRAY WITH A SWINGING, STINGING TAIL.

RELEASE THE MAGNETS AND ENTER THE STORMER'S COOL UNDERWATER LAB.

SCORPIONS, SNAKES AND SKELETONS DON'T SCARE SAM SINISTER!

SCOOP UP TONS OF CRYSTALS WITH THE STORMER'S TWO EXTRA LONG GRABBER HOSES.

I CAN'T DECIDE WHICH ONE I LIKE BETTER, CAN YOU?

NAH, LET'S GET OUT OF HERE. WE'LL SEE THESE TWO AGAIN IN MARCH.

ESCAPE WITH THE CRYSTALS IN 2 SMALL, DETACHABLE CRYSTAL-SEARCHING SHIPS.

**40191 Stingray Stormer**



# REALLY RADICAL RACER Sees CREEPY SEA CREEPER

#6589 RADICAL RACER  
WITH FREE CANYON BASE

ADD  
ROCKS

ADD  
PLANTS

ADD  
STICKS

#6109 SEA  
CREEPER

Look closely at the Radical Racer to see if you can find the four cool car features described in the story. Also, see how many EX words can you find in the story.

One extremely fine day, the Extreme Team's #6589 Radical Racer's extraordinary **RACING FLAMES** glowed in the sun. The racer's **EXTRA LARGE TIRES** exited down an exceedingly steep rocks. Then the driver saw something exceptionally different in the canyon, and the **EXTENDED ANTENNA** whipped against the river below. "It could be an extraterrestrial," he said excitedly. "I'm going to examine this thing closer." The exploding pistons pumped and **CHROME EXHAUST PIPES** shone as he roared down the canyon. When he reached the water he saw a creepy Sea Creeper crawl down the river and escape into the sea.

MAKE A  
RAGING RIVER  
WITH PAPER



#6109 SEA CREEPER ON THE  
FREE STINGRAY BASE

Okay Maniacs! Here is a **Building Challenge**. Create your own cool under sea environment for the #6109 Sea Creeper. Then send a photograph to "Sea Creeper Building Challenge", P.O. Box 1308, Enfield, Ct 06083

KIDS!  
LET'S KEEP THIS  
KEY CLUE TO  
OURSELVES.



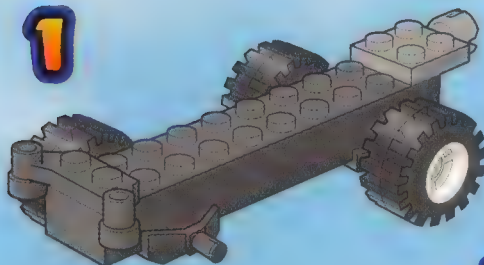


# YOU CAN BUILD THIS..

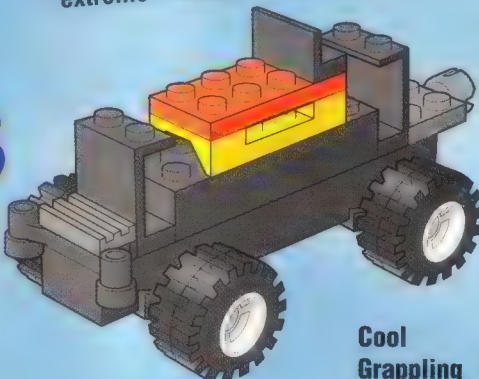
# MOUNTAIN RES-Q ROVER

Or ...Create your own! The NEW Mountain RES-Q Rover is loaded with the latest rescue equipment and driven by a fearless member of the RES-Q Squad! Climb the steepest iciest mountains with the Mountain Res-Q-Rover. It's equipped with a winch and grappling hook to rescue daredevil skiers in "extreme" conditions.

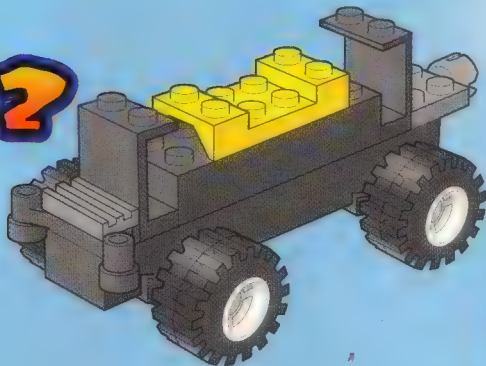
1



3



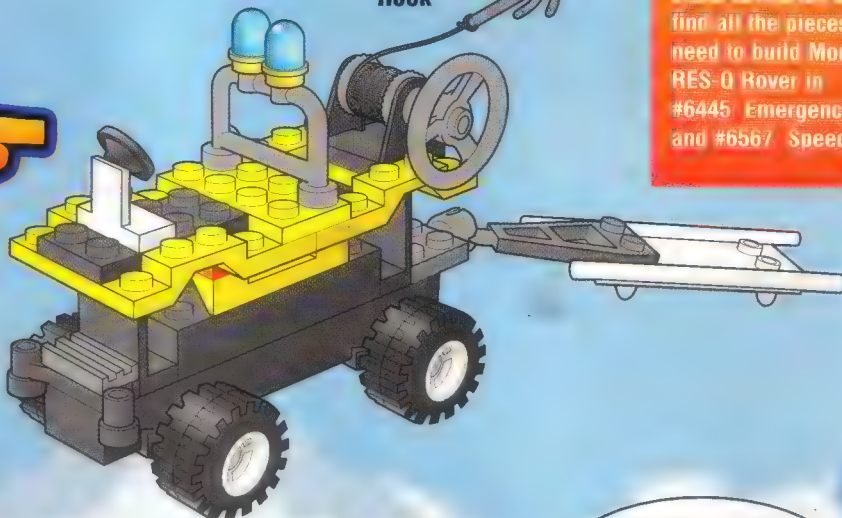
2



4



5



Use pieces from your own LEGO collection or you can find all the pieces you need to build Mountain RES-Q Rover in #6445 Emergency Evac and #6567 Speed Slasher.

THANKS DUDE!  
I REALLY CAUGHT  
SOME AIR ON THAT  
LAST BUMP!



# FINAL

You could be featured in  
LEGO Magazine  
and a photo of your model in  
LEGO Club  
Then Call Your Teacher  
Toll Free 1-800-451-1234  
or 1-800-451-1234



HAHAHAHAHAHAHAHAHAHA

HAHAHAHAHAHAHAHAHAHA  
HAHAHAHAHAHAHAHAHAHA  
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**SAVE**  
**LEGO ISLAND**  
**NOW!**

3D Action Adventure  
CD-ROM Game  
For Windows® 95 Pentium  
Computers



Visit your local retailer  
or call 1-800-234-3088  
for more information.

Dear P\_ \_ \_ \_ \_ ,

If you want to save LEGO® Island,  
build the h\_ \_ \_ \_ \_ and  
slam me back in jail.

Good luck, kid.

The B\_ \_ \_ \_ \_



MINDSCAPE®







# Solve the Sphinx's Mystery and Find a Prize!

ANSWER MY RIDDLE AND YOU COULD WIN A PRIZE!

Calling all Adventurers! Grab your shovels and magnifying glasses. We're off to find the magic ruby. Long ago the Pharaoh's Mummy hid the red ruby and nobody can find it. The key to solving the Sphinx's riddle is the hieroglyphic picture code. Throughout the magazine, each Adventurer holds a map and hieroglyphic picture. These pictures stand for a letter in the code. Just fill in the right letter to uncover the ruby's hiding place.

## Hieroglyphic Alphabet

A =	G =	M =	S =
B =	H =	N =	T =
C =	I =	O =	U.V.W. =
D =	J (G) =	P =	X =
E =	K =	Q =	Y =
F =	L =	R (=L) =	Z =

If you need help, look with a magnifying glass near each Adventurer for the numbers 2-7. These numbers show where the letter fits in the answer. After you're done, you can use the hieroglyphic code to send messages to other Adventurers!

You could win this set and a LEGO TreasureQuest Game!



#5988 Pharaoh's Forbidden Ruins

The first 10 randomly selected, correct entries will win a LEGO set of their choice (up to a \$100 value) and be the first to get a LEGO TreasureQuest Game—before it's in stores!

Entries must be postmarked by March 17, 1998 and received by March 22, 1998. Winners will be notified by mail by April 21, 1998. Offer void where prohibited or restricted by law. Employees of LEGO Systems, Inc. and members of their immediate families are not eligible to participate. Entries will be judged by LEGO Systems, Inc. on the basis of accuracy. ©1998 LEGO Group

Just fill in the contest entry form. Cut it out and mail it by Mar. 17, 1998 to:  
**Sphinx's Mystery Contest**  
**LEGO MANIA Magazine**  
**P.O. Box 1625**  
**Enfield, CT 06083-1625**

## Official "Sphinx's Mystery" Contest Entry Form

CLUE: THE ANSWER IS ANOTHER WORD FOR THE TALL TOWER IN THE #5958 MUMMY'S TOMB SHOWN ON PAGE 4.

The Sphinx's Riddle!

The magic ruby is hidden under the

1 2 3 4 5 6 7

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Telephone: (\_\_\_\_\_) \_\_\_\_\_ Age: \_\_\_\_\_

PLAY THE **LEGO**

Ages 7 and Up  
For 2-5 players

## TREASUREQUEST GAME

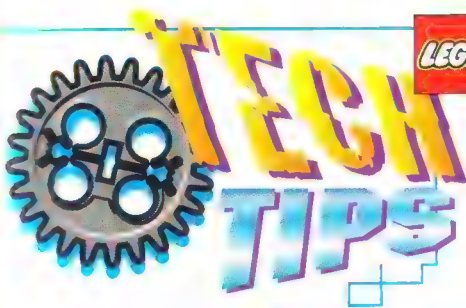
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EXCITING  
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TREASURE HUNT ACTION!

You're on the trail of the mysterious, mystical red Ruby! But so are Baron von Barron and Sam Sinister! The Red Ruby is almost within your grasp! But it's locked up in an ancient, magical treasure chest. And until you find the hidden keys, you are powerless to open it! The electronic treasure chest tells you where to find them. So get set for adventure as you race to the Red Ruby with the all new TreasureQuest Game!





# Technic

## #8213 SPY RUNNER RUNS WITH EXTREME TEAM

This may look like a regular car, but that's just a disguise. it's also a plane-it's a boat, it's a super, top secret LEGO TECHNIC vehicle! The #8213 Spy Runner shows its slickest moves as it maneuvers with the Extreme Team. We can't tell you all of the Spy Runner's secrets, but here's one: if you push down on the back spoiler, the roll bars and wheels flatten out.

SOMEWHERE...DEEP IN THE MOUNTAINS, THE #8213 SPY RUNNER RACES AGAINST #6589 RADICAL RACER.

WE'RE  
HEADING  
TOWARD A  
CLIFF!



I'M  
BAILING!

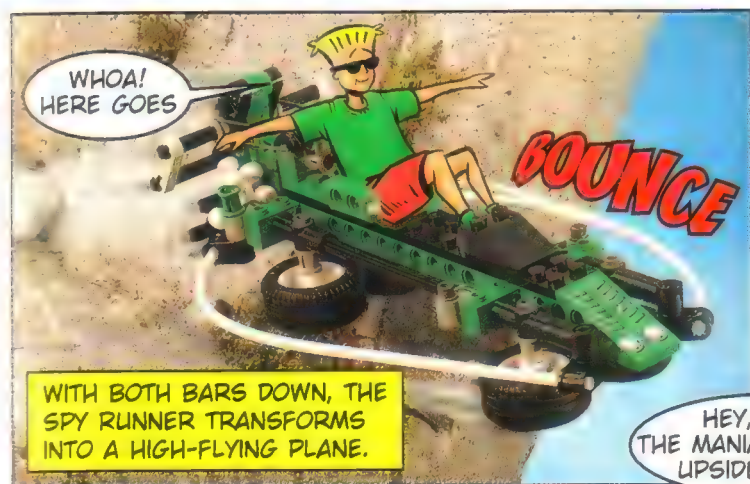
WANT TO  
SEE A  
TRICK?



WHOA!  
HERE GOES

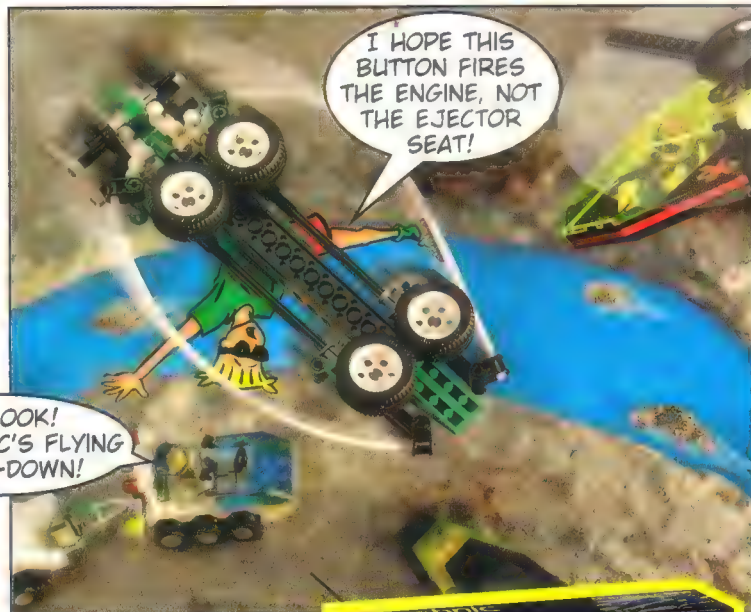
# BOUNCE

WITH BOTH BARS DOWN, THE  
SPY RUNNER TRANSFORMS  
INTO A HIGH-FLYING PLANE.



I HOPE THIS  
BUTTON FIRES  
THE ENGINE, NOT  
THE EJECTOR  
SEAT!

HEY, LOOK!  
THE MANIAC'S FLYING  
UPSIDE-DOWN!



AND THE SPY  
RUNNER'S RUBBER  
TIRES HELP KEEP  
IT AFLOAT IN THE  
WILDEST RIVERS.

THESE  
GAMES WERE  
EXTREMELY  
FUN!

COOL SPY CAR  
MANIAC!



### 8213 SPY RUNNER



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Close up of front emblem



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#5858 Mummy's Tomb

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Please check one

☐

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Sample

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January-February 1998



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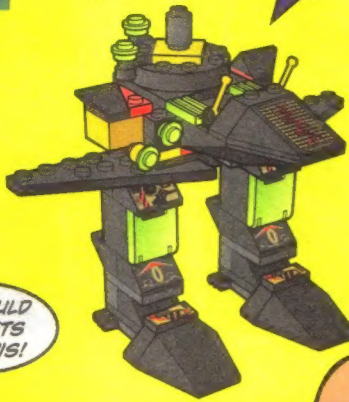


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